

Specification have been corrected.

The Specification has also been amended to correct the spelling error of parallelepiped.

A new Abstract is submitted.

Claims 1-21 are rejected as unpatentable over applicant's prior patent U.S. 4,093,235.

Main claim 1 has been amended to incorporate the feature of claim 2, which has been cancelled. Claim 5 also has been cancelled to focus the invention on the parallelepiped multi-token that has four sides and two ends.

It should be noted that claim 1 is a combination claim in which the novel multi-token interacts with a gameboard since each transportation mode (air, auto, boat) represented on a side of the multi-token interacts with a part of the board.

It appears to the position of the Examiner that, approaching the matter with hindsight, the multi-token is merely three tokens combined into one. This is submitted to be an over-simplification. Applicant has recognized that his game, using individual tokens, was difficult for some people to play in that the tokens were relatively small. To overcome this, the obvious choice would be to increase the size of the token. But this would have made the gameboard cluttered in use.

Applicant developed a novel multi-token that has the advantages of being able to reduce the total number of tokens on the gameboard as well as to provide an increased size multi-token that was easier to manipulate. In addition, this multi-token

in the shape of the parallelepiped introduces a new function in the form of GO and NO GO (or STOP) in accordance with indicia/color on the ends of the parallelepiped. Thus, the multi-token taken in combination with the gameboard performs a quatro-function, i.e., identifies any one of three (could be four) modes of transportation by its sides plus provides a GO and STOP indication, which can be considered to be GREEN and RED buttons at its ends.

The green and red, or GO and STOP control buttons cannot be mounted upon the individual tokens of a car, a boat and a plane of the prior patent. Without such clearly-identified and defined directional control buttons, the directional posture of the multiple separate tokens used in the prior art becomes totally confusing. Also, the two control buttons are needed to be used in conjunction with GO and NO GO cards used within the play of the game.

In the play of the game, the parallelepiped multi-token is a directional playing instrument. The front "button", e.g., colored green, indicates to all players around the gameboard that the top-viewed vehicle (car, boat or plane) is entitled to advance forward when that green-faced end "button" points inward toward the map displayed in the center of the gameboard. This GO position of the multi-token makes it easier for all players to see.

The rear "button", e.g., colored red, clearly indicates to all players that the top-viewed vehicle (car, boat or plane) is not entitled to advance forward when that red-faced end "button" points inward toward the map displayed in the venter of

the gameboard. This is called the NO GO position as is clearly presented for all players to see.

Related to these directional controls are GO and NO GO cards which each player can acquire during the play of the game either to overcome directional "stops" (for example, by using a GO card) or to obey rules (such as no-speeding in no-speed zones), violation of which rules results in getting a NO GO card requiring that player to change the direction of his token to the NO GO position if he is currently in the GO position.

Attached are pages from the *Player's Guide* for the same which depict various explanatory positions of the token visually evident to all players of the boardgame.

In summary, the combination including the multi-token as defined in claim 1 is novel and advantageous. It is more than just a combination of the three tokens from the game of the patent. It reduces clutter and provides a new GO and STOP feature integrated within the multi-token. Accordingly, claim 1 is patentable and should be allowed. The other claims 3-4 and 6-21 depend directly or ultimately from claim 1 and recite further features of the game that are integrated with and/or are enhanced by the multi-token. Therefore, these claims also are patentable and should be allowed.

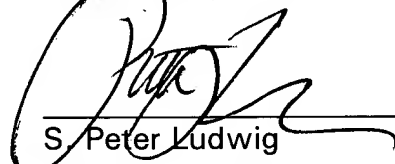
Claims 22 and 23 have been added. These further define features of the multi-token and provide additional basis for allowance.

Therefore, in view of the above amendments and remarks, it is respectfully requested that the application be reconsidered and that all pending claims be allowed and the case passed to issue.

If there are any other issues remaining which the Examiner believes could be resolved through either a Supplemental Response or an Examiner's Amendment, the Examiner is respectfully requested to contact the undersigned at the telephone number indicated below.

Prompt and favorable action is requested.

Respectfully submitted,



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Serial No. 09/699,955

**MARK-UP OF SPECIFICATION FOR
AMENDMENT PURSUANT TO 37 C.F.R. §1.121**

Page 3, lines 8-17:

The present invention is directed to an improvement of a game of the type discussed above in which the set of individual tokens is replaced by a single three-dimensional token. In the improved game according to the invention the single token is in the form of an object that has a plurality of surfaces that are preferably flat. The object can be for example, a cube, [parallelopiped] parallelepiped, pyramid, etc. On each of a plurality of the surfaces there is a representation of a type of conveyance. For example, on one surface there can be a representation of an auto, on another surface a boat and so forth. The representations can be painted, screen printed or otherwise printed on the surfaces. Since the object takes the place of a plurality of tokens, it is hereafter called a multi-token.

Page 5, lines 8-12:

FIGS. 2a-2c are perspective views of different embodiments of multi-tokens utilized by the players each including a representation of an automobile, a boat and an airplane; [and]

FIGS. 2d and 2e each show a portion of the gameboard with a multi-token in a different play position; [and]

FIG. 2f shows multi-tokens stacked;

FIG. 2g is a plan view of a wrapper to be applied to the multi-token;

FIG. 2h is a perspective view of the multi-token to which the wrapper of FIG. 2g is to be applied;



**MARK-UP OF CLAIMS FOR AMENDMENT
PURSUANT TO 37 C.F.R. §1.121**

1. (Amended) A board game apparatus designed to acquaint players with a predetermined region as represented on a map, said apparatus comprising:

a board having predefined directions thereon corresponding to directions on said map and including a series of marked areas forming a path extending about said board, each of said areas representing a particular locality within said region, having indicia therein identifying said locality, and being disposed on said board to correspond generally with the location of said locality on said map, selected ones of said marked areas on said board being designated as accessible only by indicated modes of transportation;

a multi-token means dedicated to a different player and being moveable for transportation along said path, said multi-token [means having at least three surfaces with] is a parallelepiped object with four sides and two ends each of at least three of the side surfaces having a representation of a different mode of transportation for use by the corresponding player, and the ends of the object also having thereon a respective GO and NO GO indication, each token to be moveable only with respect to marked areas corresponding to localities accessible by the corresponding mode of transportation; and

means for determining the movement of said multi-token means about
said path.

WHY PIRATE PARROT LIKES THE "VEHICUBE™"

Pirate Parrot designed the "VEHICUBE™" for several important reasons.

He knows that picking up and grasping very small items, such as miniature plastic cars, boats and planes, can be very difficult for handicapped folks. Each "VEHICUBE™" is two inches long and much easier to pick up, grip and maneuver.

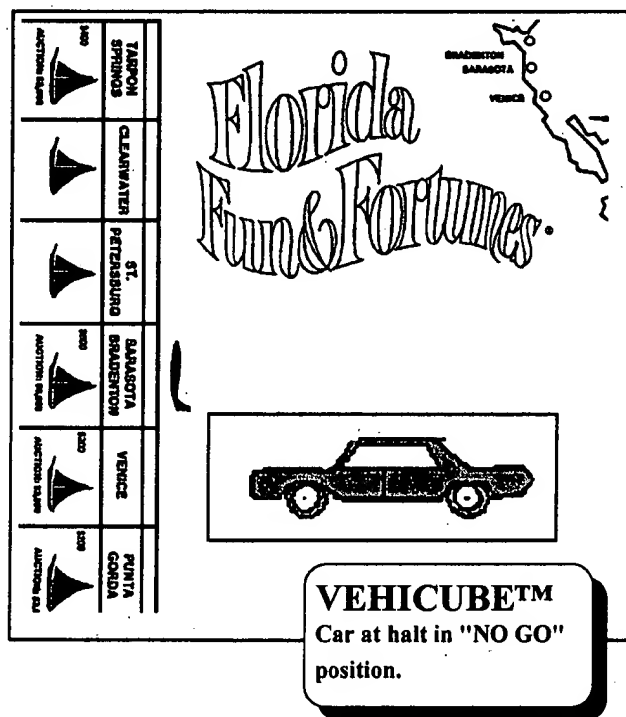
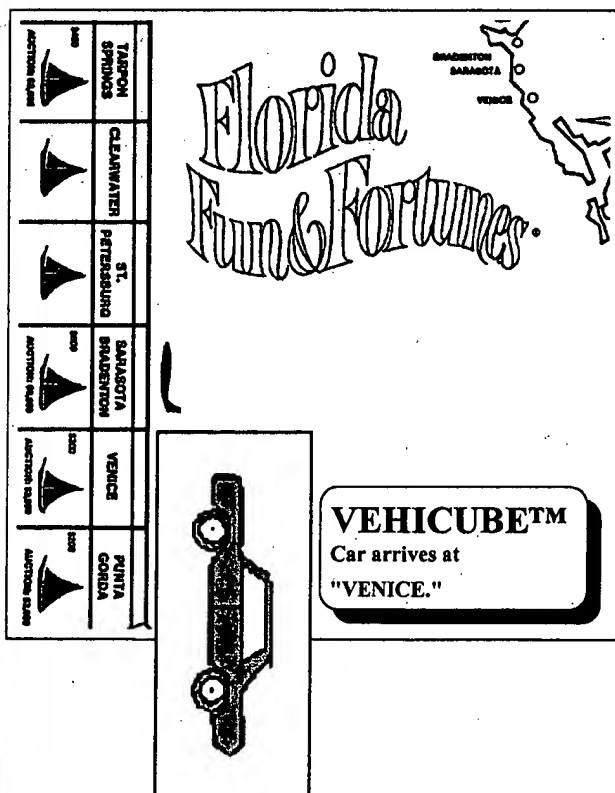
You can readily see visuals of a car, a boat and a plane separately on the three side panels. By rotating the cube, you can cause your *active* panel or vehicle to appear on the top.

You do not need to put down and pick up miniature plastic pieces. All mode-changing activity is unified onto the "VEHICUBE™".

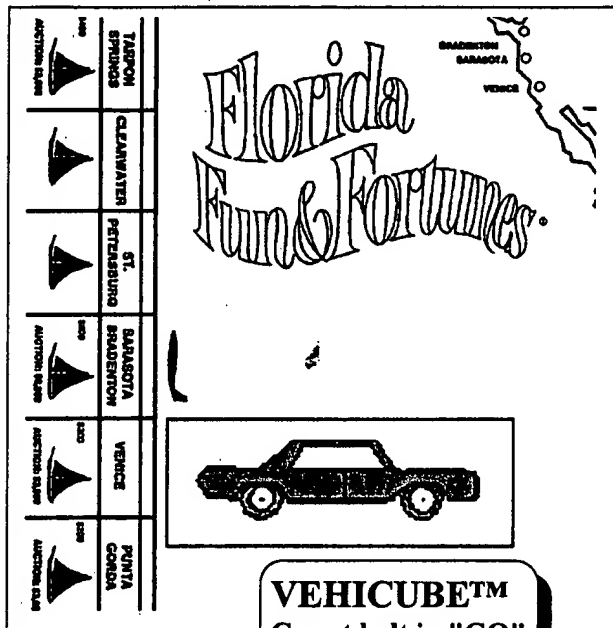
Each player's single "VEHICUBE™" eliminates the need for multiple movable parts, namely, sets of a miniature plastic car, a boat and a plane.

The small back-end face of the cube has a **red** indicator and the front-end has a **green** indicator. These indicators determine the precise positioning of your "VEHICUBE™" on the board.

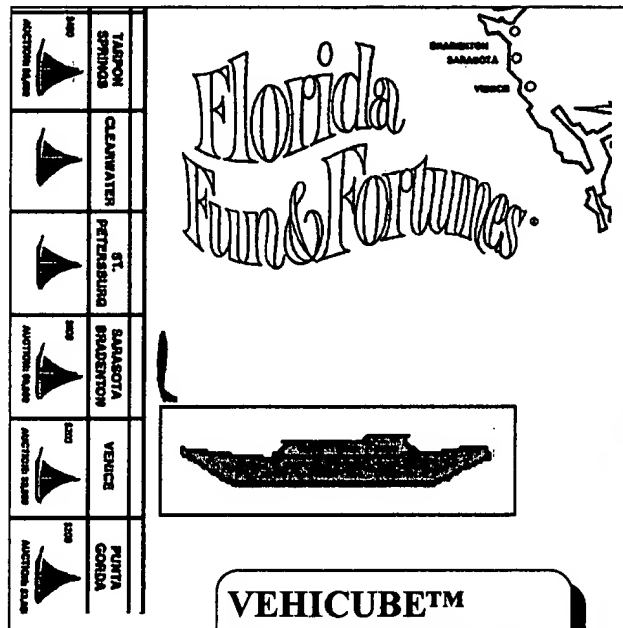
EXAMPLES SHOWING HOW TO POSITION YOUR "VEHICUBE™"



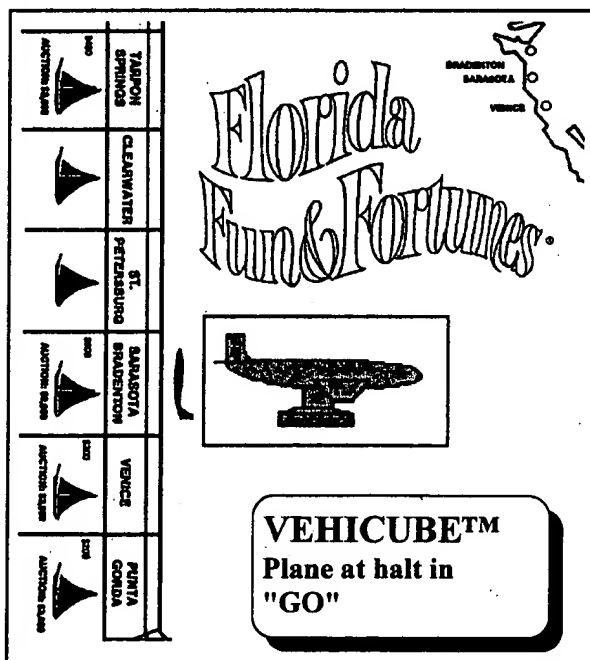
**MORE EXAMPLES SHOWING POSITIONING OF YOUR
"VEHICUBE™"**



VEHICUBE™
Car at halt in "GO"
position.



VEHICUBE™
Boat at halt in "NO GO"
position.



VEHICUBE™
Plane at halt in
"GO"

**"VEHICUBE™"
CAN BE STACKED:**

When several players
arrive at the same
locality, they can
temporarily stack
their "VEHICUBE™"
there.

>>>>>>
PLANE
<<<<<<
BOAT
>>>>>>>>
BLUE CAR
<<<<<<<<
RED CAR

WHY SOME PLAYERS FREQUENTLY GET A "NO GO !" CARD

Throughout the game, you run the risk of getting a "NO GO !" card. For example, you are sure to get one when you are **speeding** in a "no speeding zone." Pirate Parrot has set down the reasons and rules for catching speeders both on roads and on waterways.

Over 1.2-million boats cruise through Florida's waterways each year. Boaters cause a heavy toll on Florida's 2,600 manatees. Many die or are severely injured in established manatee slow speed zones! This loss of endangered wildlife infuriates

Pirate Parrot. He gives you a large reward for rescuing this Pal >>

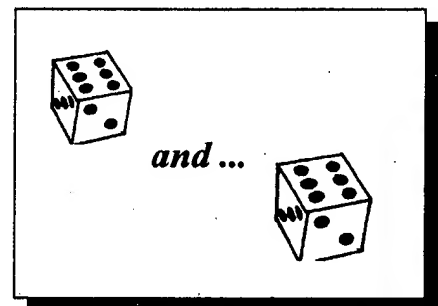


HOW PIRATE PARROT RECOGNIZES SPEEDERS IN HIS GAME

Whenever a player rolls six on his die in this boat-&-car cycle of the board, this is a warning sign to all players. The player completes his movement as the Rules permit.

First Example of Speeding:

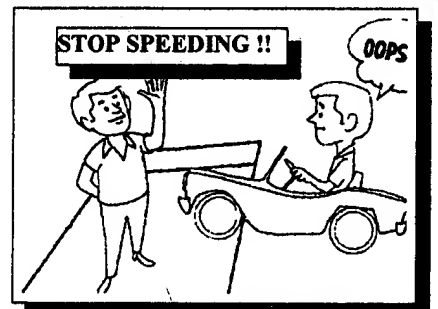
Player #1: rolls six
Player #2: rolls three
Player #3: rolls one
Player #4: rolls six A Speeder!
Player #1: rolls four



However, if another six appears within the next sequence of four rolls, that subsequent player is a speeder and he or she must draw a "NO GO!" card and remain in place until he or she rolls again.

Second Example of Speeding:

Player #1: rolls six
Player #2: rolls three
Player #3: rolls one
Player #4: rolls two
Player #1: rolls six A Speeder!



HOW TO MOVE AGAIN AFTER GETTING A "NO GO !" CARD

- ❶ Use one of your "GO !!" cards if you have one. Otherwise, you must skip two turns.
- ❷ Or, in this special case, since you were fined for speeding, roll a "one" on your die whenever your turn comes up until you get "one." Then move 1.



Attachment for PTO-948 (Rev. 03/01, or earlier)
6/18/01

The below text replaces the pre-printed text under the heading, "Information on How to Effect Drawing Changes," on the back of the PTO-948 (Rev. 03/01, or earlier) form.

INFORMATION ON HOW TO EFFECT DRAWING CHANGES

1. Correction of Informalities -- 37 CFR 1.85

New corrected drawings must be filed with the changes incorporated therein. Identifying indicia, if provided, should include the title of the invention, inventor's name, and application number, or docket number (if any) if an application number has not been assigned to the application. If this information is provided, it must be placed on the front of each sheet and centered within the top margin. If corrected drawings are required in a Notice of Allowability (PTOL-37), the new drawings **MUST** be filed within the **THREE MONTH** shortened statutory period set for reply in the Notice of Allowability. Extensions of time may **NOT** be obtained under the provisions of 37 CFR 1.136(a) or (b) for filing the corrected drawings after the mailing of a Notice of Allowability. The drawings should be filed as a separate paper with a transmittal letter addressed to the Official Draftsperson.

2. Corrections other than Informalities Noted by Draftsperson on form PTO-948.

All changes to the drawings, other than informalities noted by the Draftsperson, **MUST** be made in the same manner as above except that, normally, a highlighted (preferably red ink) sketch of the changes to be incorporated into the new drawings **MUST** be approved by the examiner before the application will be allowed. No changes will be permitted to be made other than correction of informalities, unless the examiner has approved the proposed changes.

Timing of Corrections

Applicant is required to submit the drawing corrections within the time period set in the attached Office communication. See 37 CFR 1.85(a).

Failure to take corrective action within the set period will result in **ABANDONMENT** of the application.